

web technology – assignment(s)

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basic exercise(s) / NM1

1. (optional) html + style(s) – one page with three style(s)
2. (optional/recommended) element(s) in motion – using DHTML or processingjs
3. **(obligatory)** mashup(s) – the *worst possible page*
4. (optional) presentation(s) – with **S5** [download: meyerweb.com/eric/tools/s5]
5. **(obligatory)** – **portfolio, portfolio, portfolio!**

criteria for grading: basic technical skills, hygiene of code, adequacy of solution(s) & overall design.

final application(s) / NM1

- individual portfolio(s), possibly as extension of blog(s)
- (media-enhanced) non-linear (interactive) story, with
- **interactive video(s)** – using XIMPEL / **resource(s)** [TV/view(s)/example(s)], as continuation of we create identity.
- **(optional)** altruism game(s)? – description (in dutch)

criteria for grading: originality & creativity, technical & design challenge(s), overall development skill(s).

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- technology – detailed discussion of examples of web programming
- style – problems and solutions in interactive applications
- frameworks – explorative discussion and comparison of tools, APIs, SDKs
- application(s) – description of (existing) social network sites, mashups, or corporate sites

criteria for grading: clarity of exposition, understanding of technology & context(s), originality of argument(s).

comment(s) & feedback: oral and/or written, (partly) based on **student presentation(s)** in class and online portfolio(s). Student **peer review(s)** may provide additional feedback. but will play no dominant role in grading.